

THE ART OF LITTLE
NIGHTMARES
— II —







Ever since the release of the first game, we've had many questions about how we came up with the look of Little Nightmares. The simple answer is iteration; a long and painful process where we work to find the personality of this world and everything in it. Getting this right is essential, not only for the players, but also to inspire us as developers and keep our minds focused. Within this book, is a selection of the concept work from Little Nightmares II, not all of it shows up in the final game, but it all helped us get there. We hope you enjoy it!

- Tarsier Studios

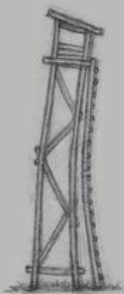


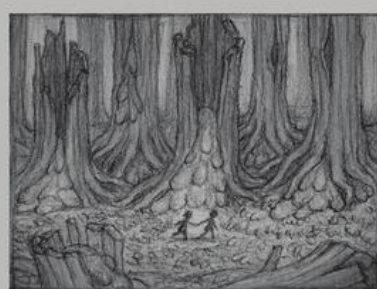


















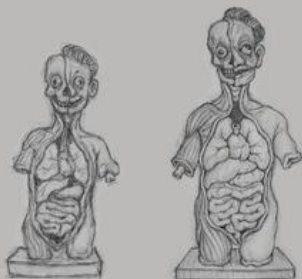














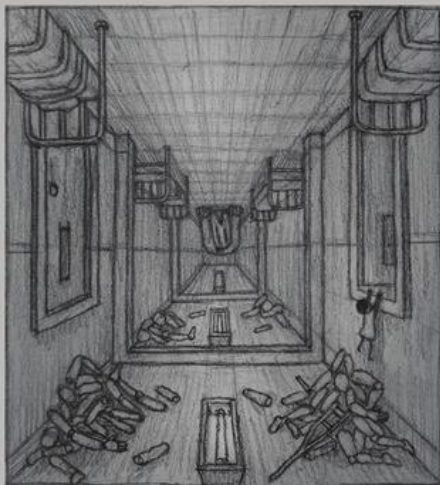
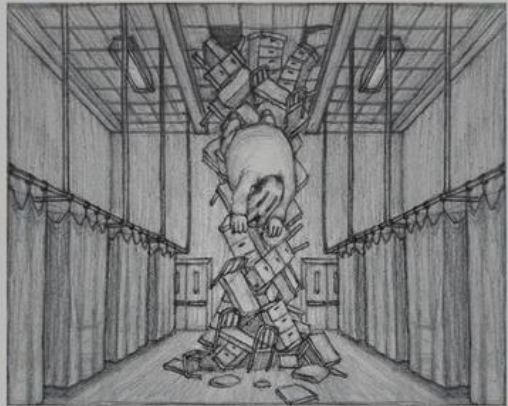
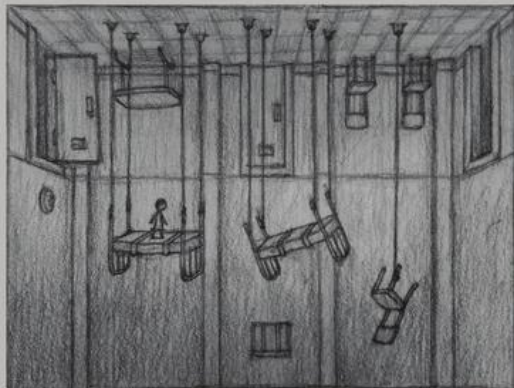


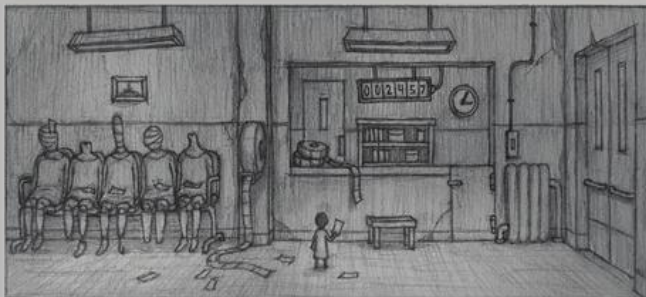
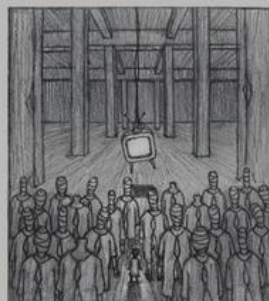
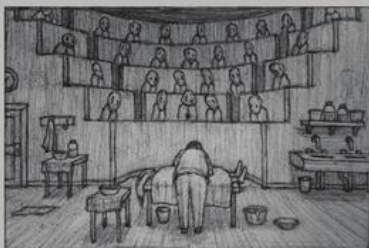
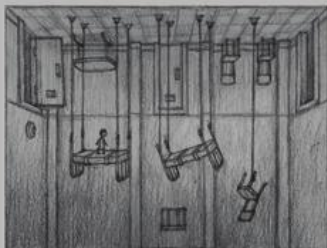
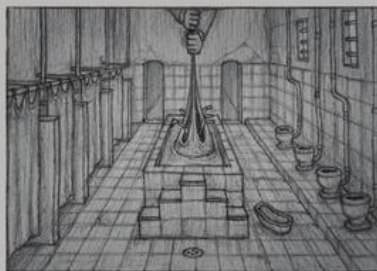
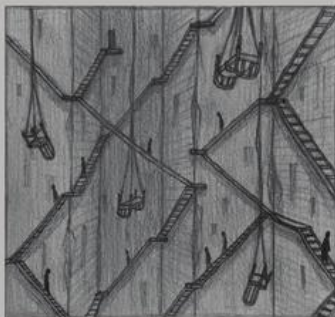
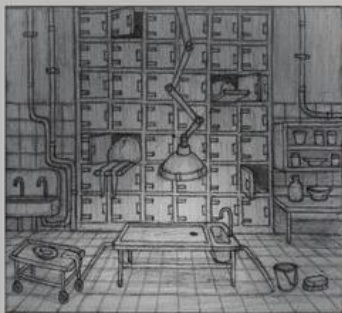




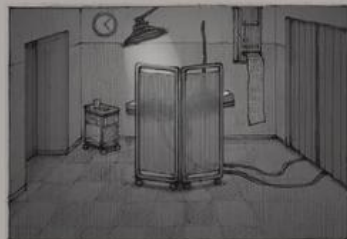






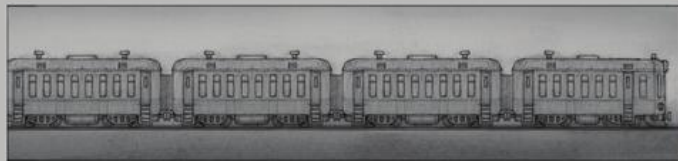
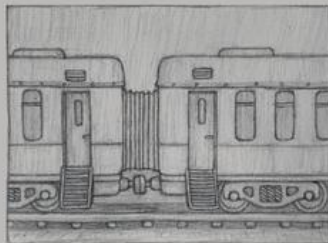
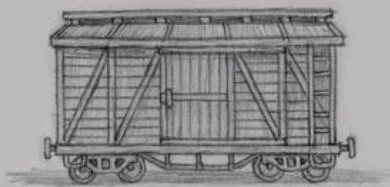
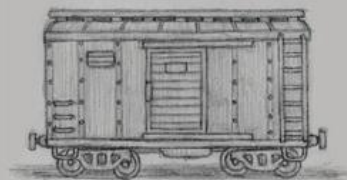
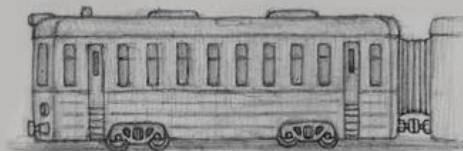
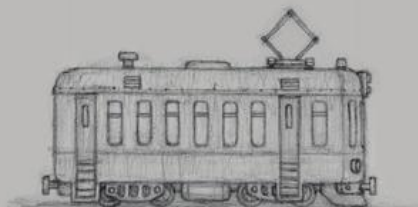
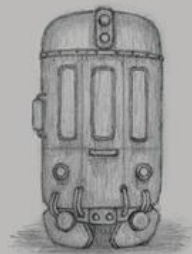


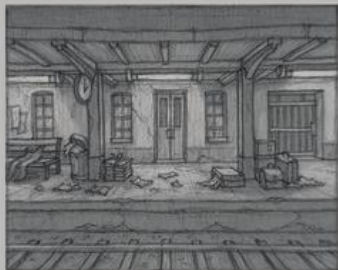
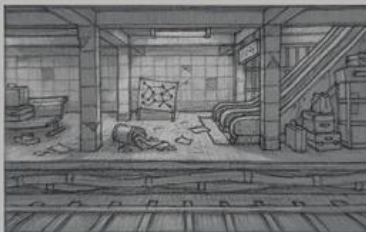
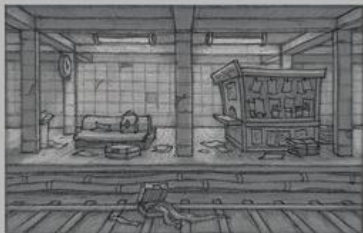
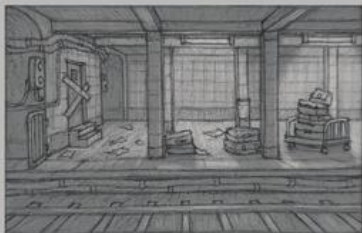




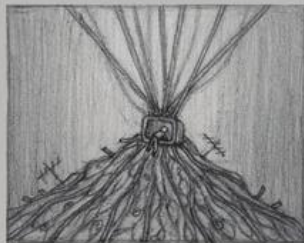


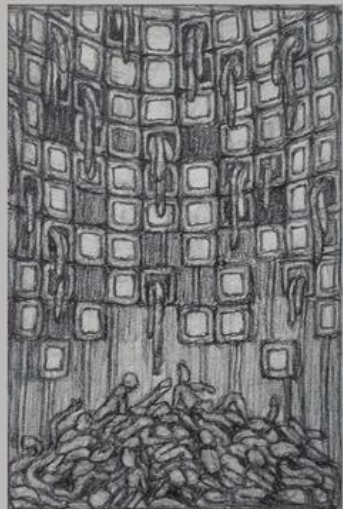
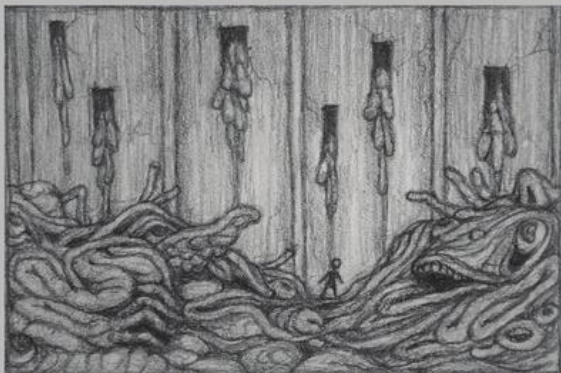
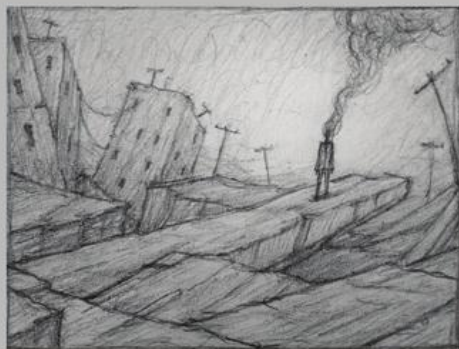




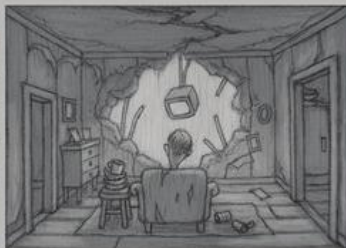
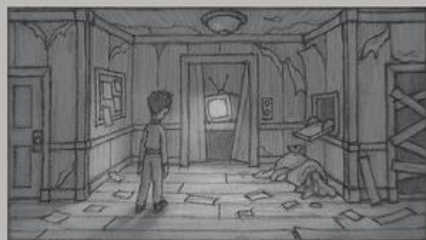








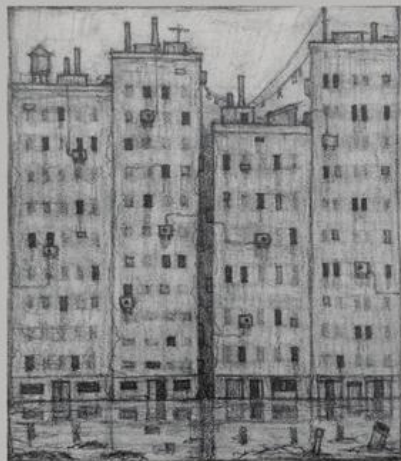






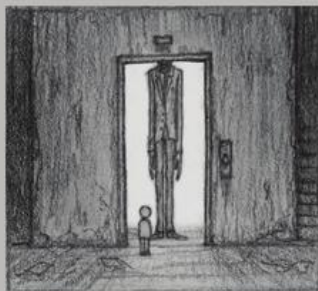






























TARSIER
STUDIOS



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